



Libraries

The Libraries tab is divided into two sections. The expandable top section holds templates you can use to quickly layout panels on a page. The lower section shows your My Pictures folders, your Windows folders in the Explorer tab, live video feed from your video camera (if one is available) on the Capture tab.

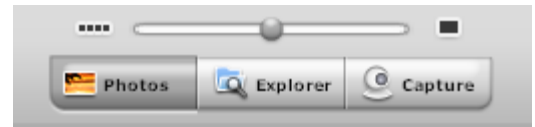
Choosing a template

To use one of the templates you can drag and drop it onto a blank page or simply double-click it. If the current page is empty (has no elements of any kind on it) the panels from the template are added to the current page. Otherwise, a new page is created directly after the current page and the panels are added to that. In either case the panels are automatically stretched to fit the dimensions of the page.

Adding images

Your My Pictures folder is displayed below the template area — or you can also choose to browse your computer's contents via Explorer.

- Click and drag an image from the album or folder and release the mouse button when your cursor is within the panel where you want the photo to go.
- Note: When an image is dropped on a panel the image becomes attached to the background of a panel.
- When the panel is moved the image moves with it. If you want to add another image to a panel, rather than replace it, hold down 'Alt' while dragging and dropping your additional image.
- If you have a video camera connected to your computer you can grab still-images from it directly and drop them onto your comic. You can drag and drop from the live video feed:



Adding Balloons

Drag a Balloon from any of the Balloon wells at the bottom of the window and drop it onto a panel.



- A Balloon is created on the panel and ready to be edited. Enter whatever you want and then either click outside the text area or hit the "enter" key on your keyboard to save the new text.
- Comic Life lets all balloons hang over the edge. You can enable the clipping behavior for a particular element by selecting it then choosing the "Arrange->Clip" menu item. To enable clipping as the default behavior, check the "Clip new non-image elements to panels" check-box in the Options.

Adding Captions: Drag and drop them on the panels and add the text.

Lettering: To add a Lettering element, drag and drop from the Lettering well onto a panel. A window will now appear where you can enter your text. You can also change the font at this point too.



Making Changes: Many of the changes can be made by directly interacting with the elements on the page for example moving, resizing and rotating.

Liz Fitzsimons

liz.fitzsimons1@gmail.com

Selecting Elements: Elements can be selected by clicking on them. Typically one element at a time will be selected — when you click on a different element any other elements will be deselected. To select more than one element: hold down the "Alt" key while clicking. You can also select groups of items by dragging a selection box around the elements. To select all the elements on a page use the "Edit->Select All" menu item.

Resizing Elements: Only one element at a time can be resized. Select the desired element and use the handles bordering the element to adjust its size.

Rotating Elements: Two types of elements can be rotated: image elements and Lettering elements. To limit the rotation to 90° angles hold down the "shift" key while dragging. The element will snap to the nearest 90° angle.

Deleting Elements: Select the element and hit the "delete" key or choose the "Edit->Delete" menu item.

Reordering Elements: Sometime elements will be behind or in front of other elements on the page. You can use the Arrange menu to change this ordering. Use "Send to Back" to move an element to back of the display order. Use "Bring to Front" to bring an element to the front.

Editing Text: Some elements on the page are containers for text (Captions, Balloons and Lettering) — to edit the text in these containers double click on one of them or hit the "Enter" key if the element is selected. For Captions and Balloons the text in the container becomes editable and the entire contents are selected. Start typing to replace the selected text or click at the desired character position to make minor changes. To save your changes either click outside of the editing area or hit the "enter" key on your keyboard. For Lettering elements (this requires a double click of the mouse, "Enter" will not work) a dialog opens with the editable text — make the necessary changes in the dialog and click on the "Place Lettering" button to update the element on the page.

Details:

The Details section gives you access to extra controls for different elements. If no elements are selected on a page then the controls for the page itself are displayed.

The Details area is split between Attributes controls and Style controls.

- Attribute controls provide access to special features of each type of element.
- Style controls handle characteristics such as fill colors and line widths.

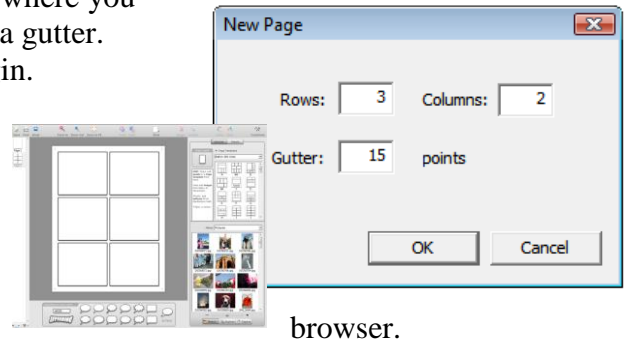
Styles: Styles let you quickly make uniform changes to multiple elements in your comic.

To change the style of an element, choose from the Style popup menu, or experiment until you create a style you like. If you have made a variation to the existing style, then a pencil appears next to the style name. If you don't like your changes, press the Revert button to go back to the original style. If you created a new style and want to apply it to a number of elements simultaneously you can use "Edit->Copy Style" and "Edit->Paste Style".

Undo: Comic Life provides full support for undo — practically any operation can be immediately undone letting you explore its features.

A Note on Page Sizes: By default Comic Life is configured to a page size that's suitable for the web. You can change the page size by choosing the "File-> Page Format..." menu and picking a different Page Size in the popup menu.

Layout options: To create a page with a regular grid layout where each panel is the same size as the others use the "Page-> New Page with Grid Layout...". A dialog appears where you can specify the number of rows and columns for the page and a gutter. Note: The gutter is the spacing between the cells and the margin. Enter the rows, columns and gutter values you desire and click the OK button. A new page is created after the current page.



Template layout: Page templates provide many irregular page layouts which you can view in the Page Template

Custom layout: Comic Life also lets you design a completely custom layout by placing panels directly on the page and adjusting them to suit your needs.

Adding pages: There are four ways to create a new page:

Blank Page: To create a new blank page; use the "Page-> New Blank Page" menu item. A blank page is added after the current page.

Page with grid layout: Use the "Page-> New Page with Grid Layout..." option.

Page from a template: At any point you can drag a page template on top of the current page being edited and create a new page with that template.

Page from current page: You can easily create a new page of panels based upon the layout of the current page. Choose "Page-> New Page like Current Page".

Deleting pages: To delete a page make sure it is displayed in the edit area either by selecting it in the organizer or by using the "View-> Next Page" or "View-> Previous Page" menu items. Once the page is selected choose the "Page-> Delete Page" menu item. A confirmation dialog is displayed. Clicking "Yes" will delete the page.

Reorganizing pages: Change the order of pages in the organizer by dragging pages up and down.

Page Control: The "+" button adds a new blank page after the current page. The "-" button deletes the current page (after you have confirmed the action in a dialog). Clicking on the button with a gear reveals the context menu for working with pages.

These actions are also available in the Page menu on the menu bar. Make Text on Page Bigger or Smaller increases or decreases the size of all the text in Balloons and Captions on the page. Delete All Text on Page deletes all the text in Balloons and Captions on the page. Lettering elements are not affected by these three actions. Text can also be made bigger or smaller here.



Liz Fitzsimons
liz.fitzsimons1@gmail.com

Panel Details: The Panel Details lets you switch between rectangular and polygonal panels.

Irregular: Panels are typically rectangular in shape but you can create irregular shaped panels by checking this box. When checked the eight corners of the panel can be positioned independently allowing you to reshape the panel as needed. You can change the number of sides of the panel from a minimum of 3 (for triangular panels) to a maximum of 8 (for complex polygons). If you uncheck the box the panel will be converted back to a rectangle that is sized to the maximum bounds of the irregular panel.

Adding images: When you find an image you like, you can grab it and drag it into a Panel. You can always just drag it on the page by itself if you want, but a panel will allow you to clip the image so you only see the parts you like. When placing the image in a panel, you need to move the mouse cursor over the panel itself, so when you release your picture it will be 'put inside' the panel. This is how you can control it if a Panel clips the sides of a photo off — if your mouse cursor is inside the panel, then the photo will clip. TIP: If you can't get the right placement/ clipping, then try putting the photo down and picking it up from a different part. Once your image is placed in a panel, it will expand to make best use of the panel space. Now is the opportunity to make sure your image is placed exactly as you want it.

Working with multiple images in a panel

Multiple images may be placed into a single panel by holding down the 'Alt' key when dragging an image into a panel. Each image may have its own scaling, style, rotation and placement. You can work with each image by double clicking on a panel. Then, single click to select the image you want to work with.

Manipulating image: An image can:

- Be clipped at the edges of a panel, by making sure the mouse cursor is within the panels edges when you release your photo
- Be rotated by grapping the purple rotate handle. Holding down shift will lock rotation into 90 degree angles — handy for changing landscape to portrait layout
- Be rescaled on the fly by dragging the green selection circles
- Be flipped on either axis by utilizing the Image Attributes in the Details view
- Have its own independent frame and shadow

TIP: If you have many overlapping windows and it becomes difficult to grab your photo, try to grab it by the semitransparent circular handle in the middle. This will always allow you to drag.

Comic Life 'locks' the image into a panel after you deselect it — this makes it easy for you to move you new panel and image around as a unit. But if you decide you want to edit your image (or delete the image from a panel), just remember to DOUBLE CLICK. This will select the actual image inside a panel, and now you can re-size, rotate etc until you are happy. Then just click in some space to deselect the photo, and it will lock back in. Notice the differences between a clipped image, and unclipped image within a Panel.

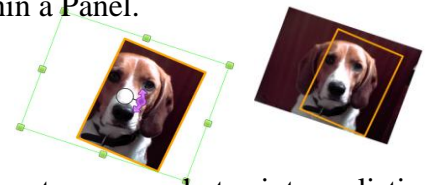


Image Filtering: Comic Life provides a number of filtering options to help you turn your photos into realistic comic illustrations. There are a wide variety of options from converting images to black & white to giving them a painted look. All these filters are available from the Image Details tab (or you can use the drop-down Style option in the Toolbar).

Liz Fitzsimons

liz.fitzsimons1@gmail.com

To access the Details tab, select an image (if the image is in a panel you'll need to double-click on the panel to select the image, making sure the image you want to apply the effect to is selected): And make sure the Details tab is visible: Click on the filters popup menu to see the list of available filters:

Try out some of the other filters in the menu to see what effect they have — you'll find there is a wide variety.

Tip: If you update the Default style to have a filter then all images with the Default style (and any new images) will all be filtered in the same way. The Invert checkbox inverts the colors in the image (after any filter has been applied) for a photo negative effect.

The Colorize checkbox applies the colour shown in the colour well to the image — you can get sepia like effects with this — or any other colour tone you might like. Again, the colourize is applied after any selected filter (and after invert, if that is selected).

Editing Balloon text: To edit the text in the Balloon double-click on the Balloon and the text will become editable. Note: When a Balloon is selected you can also hit "Enter" on your keyboard to begin editing. You can change the font, point-size and characteristics of the text using the Format->Font menu.



Text in Balloons is center justified (aligned) by default. This follows the standard comic convention, but you can also left justify and right justify your text by selecting it and choosing Format->Text. Once you're done editing, hit the "Enter" key or use the mouse to click outside the editing area. Your changes will be shown in the Balloon.



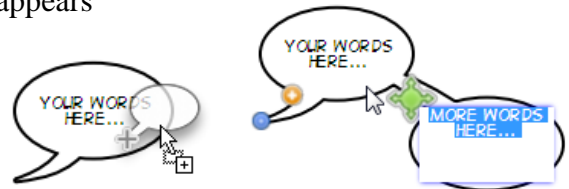
Resizing a Balloon: To resize a Balloon select it and drag any of the green resize handles on the perimeter of the Balloon.

Moving a Balloons body: To move a Balloon, simply select it and drag from within the Balloon. The Balloon will follow your mouse.

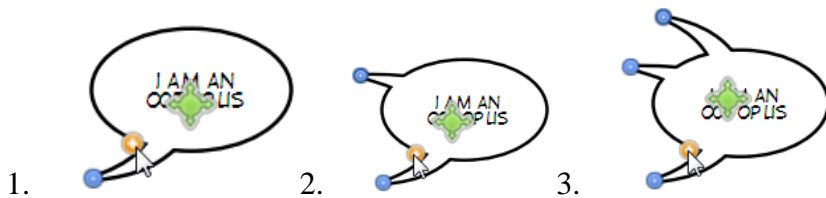
Moving the tail: Once the Balloon text is appropriately sized and positioned, position the tail so that the Balloon is associated with the right person. Mouse over the Balloon and you'll see a marker handle show up that indicates the place to click. Click on this handle and drag the tail into place.

Moving a Balloon and its tails: A Balloon is normally anchored by its tail in a Panel. To move the Balloon and its tails in a single move, click and drag the 'move handle', which appears whenever you move over a Balloon.

Add an additional Balloon: To add another Balloon to an existing Balloon simply drag the extension Balloon from the well and drop it on a Balloon that needs extending. The new Balloon is automatically connected to the existing Balloon and displayed as the same type as the original Balloon.



Adding Additional Tails: Sometimes you may like to have more than one person saying the same words at the same time, for example a crowd of people singing 'Happy Birthday'. You can add additional tails to a single Balloon by clicking on the '+' button attached to the tail of each Balloon. You may then move the tails where you need.



Text Margin: If the text is too close to the edges of the Balloon (or not close enough) you can adjust the margins by assigning new values to the Horizontal (H) and Vertical (V) margins. **Style properties:** Use the Style popup menu to pick a different style, or simply experiment until you create a style you like. If you have made a variation to the selected style, then a Pencil appears next to the style name. Your element is now unique!

Add and Edit a Caption: To add a Caption, drag a Caption from the element palette to wherever you want it on the page. To edit a Caption, double click it. Also you can select it and hit the "Enter" key. The Caption text becomes editable and is selected. Type in whatever words you would like. You can change the text formatting by using the Format->Font and Format->Text menu items. Caption text can have any justification or font setting you need.

Caption Details: The Details view shows you the adjustable margins between the text and the Caption outline if needed. You can also choose the style for the Caption or override the Style Attributes if necessary.

Text Margin: If the text is too close to the edges of the Caption (or not close enough) you can adjust the margins by assigning new values to the Horizontal (H) and Vertical (V) margins.

Clip: Normally, Captions overlap edges of panels. By checking 'CLIP', you can make a Caption clip to stay inside the panel by default, which is the more 'traditional' approach.

Working with Lettering: Lettering in Comic Life covers two compositional elements: Titles and Sound Effects. Comic titles frequently involve warped Lettering (for example the Superman logo) or interesting fills, outlining and shadows. Comic sound effects (for example "POW", "ZAP", "BOING", etc.) are always warped and filled with color. Lettering elements let you accomplish both with ease.

Editing Lettering: If you would like to change the font or the text of the Lettering, simply double click on it and the Lettering dialog will reappear so you can adjust the text and font upon which the Lettering is based. Once you click the "Place Lettering" button again, the new text is warped to fit the current Lettering outline. To move the lettering: Simply click and drag the Lettering to the appropriate location.

Resizing Lettering: Resizing Lettering is where the fun begins. Dragging the corner resize handles warps the Lettering to fit the new shape. You can add a lot of drama to a sound effect by dragging out its top two corner handles. To bend the Lettering use the top and bottom center handles. These are special handles that gently bend the letters so they curve to fill the new space. These center handles retain their relative position between their respective corner handles so that adjusting the corners does not interfere with the curve that you've applied.

Scaling Lettering: If you like the general shape of your Lettering, but want to change its dimensions, then you need to use the re-scaling handles. Click on the text to select it, and once it is selected, click on the text again. A box with a set of square green handles will appear which you can use to re-scale your text.

Rotating Lettering: You can rotate a Lettering element to any angle by selecting the element and dragging the rotate handle around. Holding down shift locks the angle to the nearest 90° angle.

Lettering Details: The Lettering Details offers a few extended features for Lettering.



Horizontal Spread: Increases or decreases the horizontal space between the individual letters in the Lettering. Note that this has little or no impact when the letters are aligned vertically.

Vertical Spread: Increases or decreases the vertical space between the individual letters in the Lettering. Note that this has little or no impact when the letters are aligned horizontally.

Skew: Skew lets you rotate the baseline of the Lettering without rotating the letters (for a stair-step effect) — providing a useful dynamism without impacting legibility.

Stagger: The stagger buttons cause the individual letters to be alternately shifted up and down or left and right. This gives the Lettering a jumbled effect for added impact. You can keep clicking either of the buttons to increase the effect. Use Edit->Undo to revert back.



Join character outlines: Sometimes you'll want the characters to be displayed individually and have the outlines of each overlap. Other times you'll want the letters to be joined neatly together. Checking this option draws the Lettering as a single graphic object so that a gradient fill is drawn across all the letters, outlines are merged (where they overlap) and the shadow (if any) is beneath all the characters.



Working with Styles: Styles are a handy way to make uniform changes to the look of your comic: These are all editable in a single place — the Style Attributes in the Details tab. All the styles settings in a comic are called a "stylesheet". You can save and load stylesheets independently from a comic — allowing you to easily create multiple comics with a standard look. If you want ALL elements to be created in a particular style then Update the 'Default' style.

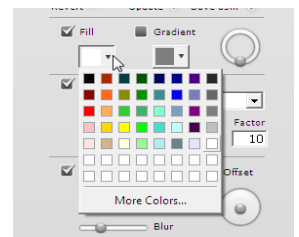
Creating a new style

- Create a new comic
- Place an element (for example, a panel) on the page
- Bring up the Details interface by choosing View->Show Details or by clicking on the Details" tab
- All the attributes for the object, and the style for the object are displayed .
- Change the color and watch the panel background color change. Notice now the pencil icon next to the style name. This shows there is a variation to the style

Press the 'Save As... +' button, and a pop-up menu asks you to name your new style. Let's call it, "Big Green". Click OK
You can now use this style for other elements

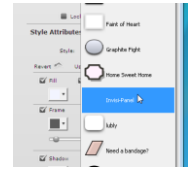
Liz Fitzsimons

liz.fitzsimons1@gmail.com



Updating a style: Create a new Panel by dragging it out from the Library

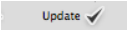
Now set its style to the new “Big Green” style we just created by choosing it in Style Attributes (In Details). You can see the style we just made



Make a change to the panel, for example, make the frame thicker

Now there is pencil icon next to our style. That means you have made a variation

If you like the change, and want all elements with the same style to change as well, click

"✓ Update"  The pencil icon badge now disappears. Also, our first panel now has a thick border as well — as it uses the same style

Reverting to a style

At any point you can revert back to the original style chosen by selecting 'Revert'. A popup menu will remind you that you will lose your changes to the style — to prevent this you should update the current style or create a new style.

Panel Stylesheet

Style menu: Select the panel style you want, or make changes to the style as a variation. Select 'Update' to change the style itself to match your variation, create a new style using 'Save As...' which you can use later on other elements. 'Revert' will return to the original style selected.

Background: Optionally fill the background of the panel with the selected color.

With Gradient: Optionally fill the background of the panel with a color gradient beginning with the Background color and ending with the Gradient color. The circular control to the right sets the actual gradient.

Frame: Optionally draw a frame around the panel with the specified width. The Type popup lets you specify a shape for rectangular panels. Some shapes have special shapes such as bevels that can be adjusted with the Factor field.

Shadow: Optionally draw a shadow behind the panel with the specified color, Blur radius and Offset.

Caption Stylesheet

Style menu: Select the Caption style you want or simply make some changes as a variation to the style. You can 'Update' the style (which affects all elements in this style), create a new style using 'Save As... +', or simply 'Revert' back to the original style.

Background: Optionally fill the background of the Caption with the selected color.

With Gradient: Optionally fill the background of the Caption with a color gradient beginning with the Background color and ending with the Gradient color. The circular control to the right sets the actual gradient.

Frame: Optionally draw a frame around the Caption with the specified width. The Type popup lets you specify a shape for rectangular panels. Some shapes have special shapes such as bevels that can be adjusted with the Factor field.

Shadow: Optionally draw a shadow behind the Caption with the specified color, Blur radius and Offset.

Liz Fitzsimons

liz.fitzsimons1@gmail.com

Font: Specify the default font and font color for new Captions. The font will change when a style is manually selected in the style menu. You are not restricted from changing the font with the Font Panel once the Caption is created.

Balloon Stylesheet

Style menu: Select the Balloon style you want or simply make some changes as a variation to the style. You can 'Update' the style (which affects all elements in this style), create a new style using 'Save As... +', or simply 'Revert' back to the original style.

Background: Optionally fill the background of the Balloon with the selected color.

With Gradient: Optionally fill the background of the Balloon with a color gradient beginning with the Background color and ending with the Gradient color. The circular control to the right sets the actual gradient.

Frame: Optionally draw a frame around the Balloon with the specified width. You can also choose to have straight tails instead of the normal 'curved' look.

Shadow: Optionally draw a shadow behind the Balloon with the specified color, Blur radius and Offset.

Font: Specify the default font and font color for the Balloon. The font will change when a style is manually selected in the style menu. You are not restricted from changing the font with the Font Panel once the Balloon is created.

Image Stylesheet

Style menu: Select the image style you want or simply make some changes as a variation to the style. You can 'Update' the style (which affects all elements in this style), create a new style using 'Save As... +', or simply 'Revert' back to the original style.

Filter: Optionally filter the image to add an effect.

Invert: Optionally invert the colors in the image to give a "negative" effect.

Colorize: Optionally convert the image into monochrome based on the color in the color well.

Frame: Optionally draw a frame around the image with the specified width.

Shadow: Optionally draw a shadow behind the image with the specified color, Blur radius and Offset.

Lettering Stylesheet

Style menu: Select the Lettering style you want or simply make some changes as a variation to the style. You can 'Update' the style (which affects all elements in this style), create a new style using 'Save As... +', or simply 'Revert' back to the original style.

Fill: Optionally fill the background of the Lettering with the selected color.

Gradient: Optionally fill the background of the Lettering with a color gradient beginning with the Background color and ending with the Gradient color. The circular control to the right sets the actual gradient.

Liz Fitzsimons

liz.fitzsimons1@gmail.com

Outline: Optionally draw a border around the Lettering with the specified color. The Count field specifies how many borders should be drawn around the Lettering. If there is more than one border around the Lettering the outline color is alternated with the Alt color. The Width specifies how thick the border should be.

Shadow: Optionally draw a shadow behind the Lettering with the specified color, Blur amount and Offset.

Font: Specify the default font for new Lettering elements. This font can be changed on the Lettering creation dialog.

Page Stylesheet

The page stylesheet is much like every other element's stylesheet. However it does have a few unique points. To select the page, you need to click on some empty part of the page. The details tab will show PAGE ATTRIBUTES and STYLE ATTRIBUTES. The page itself has no Page Attributes (this is handled by File->Page Format), so we will focus on the Style Attributes.

Style Menu: Select the Page style you want or simply make some changes as a variation to the style. You can 'Update' the style (which affects all elements in this style), create a new style with 'Save As... +', or simply 'Revert' back to the original style. For simplicity, we recommend that you simply update the default style once you are happy with the page numbering style. From then on, all new pages will look like this one.

Fill: Optionally fill the page with the selected color.

Gradient: Optionally fill the page with a color gradient beginning with the Background color and ending with the Gradient color. The circular control to the right controls the gradient angle.

Page Number: Optionally draw a page number on the page. You can choose which edge the page number aligns to with the popup menus, and use Inset to move the page number closer or further away from the page centre.

Backdrop: The backdrop is like a panel for your page number. It can be set to a caption style, and have its own vertical size, horizontal size, and rotation. For more control over this create a special caption style for page number backdrops. To achieve this do the following:

Create a caption style using an available caption

If you don't have one drag a temporary one onto the comic to get access to the caption styles editor

In the Caption Styles Attributes tweak the settings till you get something you like.

Click on "Save As" to create a new caption style for page numbers.

Delete the temporary caption if you created one.

Deselect everything on the page to get back to the page attributes (probably there already).

Select the new caption style in the Caption Style menu.

Click Update to get all pages to use this style (assuming you're modifying the Default style).

Font: Specify the font, size, and color for Page Numbers.

Publishing: The ultimate product of Comic Life is a published comic — the application lets you publish in a variety of forms which is a major reason for some of the unusual page formats that are supported. You can print your comic using the standard print dialog — but you can also export your comic as HTML or an AVI movie. This section explores all these options.

Printing: If you intend to print your comic you will get best results by choosing a page format that matches your printer. Comic Life comes with a wide selection of standard page sizes. Once your comic is complete you can print it simply by choosing File->Print... and clicking "OK".

Liz Fitzsimons

liz.fitzsimons1@gmail.com

Note: Don't be alarmed if it seems to take a while to print.. Comic Life uses your high-resolution images for best results, and this can slow down the printing process.

If you want a quick proof of your comic make sure the "Low-Res Proof" option is selected in the Comic Life settings of the Print dialog. The printer will use the screen resolution images (~ 72 dpi) for faster printing. You can also lower the quality setting using the Properties panel in the Print dialog (if supported by your printer). Note that this setting is remembered while the application is running so if you need a final proof then you must uncheck this option.

Export to HTML: Comic Life can turn your comic into a convenient web presentation with the Export to HTML feature. To access this feature choose "File->Export to HTML...". On the export dialog enter the name and location of the folder that will hold the HTML files and images. You can also choose a theme for the frame that will surround the comic and the quality of the JPEG images. Click on the "Save" button to create the HTML files.

Export to Movie: Comic Life can turn your comic into an AVI movie for use as part of a multimedia project. The AVI movie can be imported into a number of Windows movie editing software for further editing.

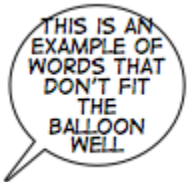
To export an AVI movie choose File->Export to Movie... In the export dialog choose a name and location for the movie as well the quality of the JPEG images that form the frames of the movie and the duration that each page will be presented. Click on "Save" when you are ready to start the process.

Email Comic Button: With a single click you can email a multiple page comic, as a series of JPG files to your friends and family. Choose an 'Email subject', and then press 'Export' and a new email message will be opened for you (in your default email client) with each comic page attached as cross-platform JPG images. You can now write the body of your email and send to your recipient of choice. Easy!

Note: 'Email this Comic' may not work with all email clients.

Advanced Lettering -Fitting words in a Balloon:

Once you've made a few comics or even added a few Balloons you'll notice that sometimes the words in a Balloon naturally fit the available space and other times there is a lot of empty space in the Balloon — and the Balloon is taking up too much room. For example:



In this example, the words do not form an outline that matches the Balloon shape and the result looks bad. There are a couple of approaches to solve this problem and usually a combination of the two will get the desired result.

The first approach is to adjust the shape of the Balloon to better fit the words. Stretching this Balloon out horizontally will definitely help the words to fit. If you have room in the panel try resizing the Balloon to different Balloon shapes to best fit the words.

The next approach is to adjust the line breaks in the words to force the text to make an oval shaped outline. For example a line break after "THIS IS" will make sure that not too much text is at the top of the Balloon. Continue adding line breaks until the text makes a pleasing oval or circular outline.

Liz Fitzsimons

[*liz.fitzsimons1@gmail.com*](mailto:liz.fitzsimons1@gmail.com)

The final approach is to change the words. If you can't get the existing words to fit in a pleasing way try choosing different words. Balloons benefit from small words. Long words make it difficult to get the shape you need — unless, of course, that word just happens to land at the widest point of the Balloon. After applying these techniques this is what a well laid out Balloon would look like:

Options

Comic Life's Options (View > Options...) let you specify some preferences that you might like in Comic Life — giving you greater control and customization over the application. These include, the ability to set:

Default Page Format — set that preferred page size of your comic projects

Custom Size (in points) — use this if the page size you need isn't included in the drop-down menu

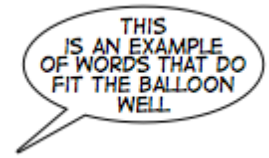
Orientation — choose from either Landscape or Portrait page orientation for new comics

Default Stylesheet — choose from one of the built-in Stylesheets or one of your own (if you have created any) for new comics

WYSIWYG image filtering — when this option is turned on it preserves what you see when you apply the effects with Comic Life - in other words, it is What You See Is What You Get when you export your comic. It keeps your filtered images at a 72 dpi regardless of your export settings that you have applied. This is why at the larger dpi export settings your normal photos will look fine, but the photos with filters will look pixelated. Remove the tick if you do not want the pixelation. Please note: removing the tick will cause the filter to look less pronounced

Play sounds while editing — want to make comics but need to be quiet? You can turn of the infectious sounds by checking this option

Check for newer version at launch — you can also choose whether Comic Life checks for new versions when it is launched.



NB. These notes are a compilation of the online help notes. For more detail or information click the help icon on the programme and search.

Liz Fitzsimons

[*liz.fitzsimons1@gmail.com*](mailto:liz.fitzsimons1@gmail.com)